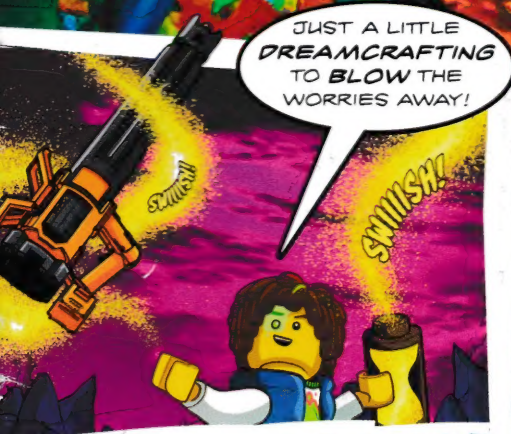




DREAMZZZ™

**YOUR
LEGO®
TOY:**

**NIGHT
HUNTER
WITH CROSSBOW**



JUST A LITTLE
DREAMCRAFTING
TO BLOW THE
WORRIES AWAY!

EPIC COMIC!



**REVEALED:
NEW REALMS!
NEW CREATURES!**



SURPRISE CAPTURE!

Can Mateo make it out?

IMMEDIATE DISCOVER: LEGO® DREAMZZZ
Issue 6 £4.50



9 773029 002003 07>

Warning!
Choking hazard.
Small parts.



**UK
CA CE**

LEGO® Produced by Immediate Media, W6 7BT. DreamZZZ Night Hunter, Dutch no. 552404. Supplied by Blue Ocean Entertainment AG Seidenstraße 19 70174 Stuttgart. Please retain this information for future reference. Immediate Media Company Limited, London, W6 7BT and Mespil House, Dublin, D04 T446.

GET READY TO ENTER THE LEGO® DREAMZZZ™ WORLD



IT'S ALL MINE, HAHAA!

BOIL, BREW, BUILD
BEDEVILED, SOON THE DREAM
WORLD WILL BE MINE! YOU CAN ONLY
STOP ME BY READING THE COMICS
CAREFULLY AND COMPLETING ALL
THE TASKS IN THIS MAGAZINE.
TRY IT AND FAIL, HAHAA!

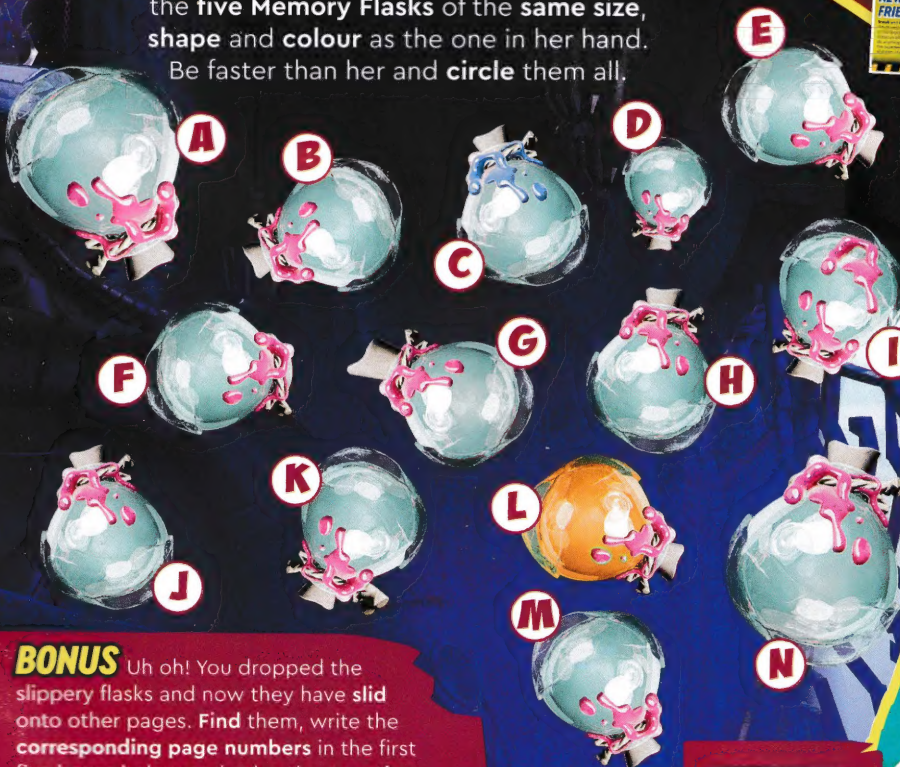
GET UP TO
SPEED WITH
THE LATEST
NEWS!

CONTENT

- 4 Comic: Part 1
- 9 Activity: Race of Mistakes!
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- 18 Poster: Nowhere to run
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FLASK FIASCO

The **Never Witch** is searching for
the **five Memory Flasks** of the **same size**,
shape and **colour** as the one in her hand.
Be faster than her and **circle** them all.



BONUS Uh oh! You dropped the
slippery flasks and now they have slid
onto other pages. Find them, write the
corresponding page numbers in the first
five boxes below and solve the equation.

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

Find the answers on page 34.

ENJOYING THE MAGAZINE?

Have any **questions**,
requests or **suggestions**?
Then write to us - we would
love to hear from you!

LEGO DREAMZzz magazine,
Immediate Media,
Vineyard House, 44 Brook Green,
London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

DREAM CRAFT

You'll find these tasks throughout
the magazine. They invite you to
use your **LEGO® bricks** in a
creative way. Unlock the power
of your imagination and stop
the nightmares!

WE'LL SEE
HOW MATEO
MEASURES UP
AGAINST OUR
BROTHERS AND
SISTERS!

**COMIC
TROUBLE!**

DOUBLE DEAL!!

STORY & SCRIPT:
JAN DINTER
ILLUSTRATIONS:
INKBUBBLE STUDIOS
(PENCILS & INKS:
VIRGILIO D'AMBROSIO,
COLOURS: MARCO
PELANDRA)

Z-BLOB

YOU
REALLY MISS
Z-BLOB A LOT,
DON'T YOU?

OF COURSE
I DO! SINCE HE BECAME
GUARDIAN Z TO GUARD THE
NIGHTMARE KING IN THE GRIM
REALM, I HAVEN'T STOPPED
THINKING ABOUT HOW I COULD
BRING HIM BACK.

BUT THAT
WOULD MEAN FINDING
ANOTHER WAY TO KEEP THE
NIGHTMARE KING CAPTIVE,
AND I HAVEN'T THOUGHT
OF ONE YET.

That evening ...

HMM, WHO OR
WHAT COULD REPLACE
Z-BLOB AS **GUARDIAN OF
THE NIGHTMARE KING**? I'LL
VISIT HIM IN THE DREAM
REALM. THAT MIGHT JUST
SPARK AN IDEA ...

A little later in the
Dream World ...

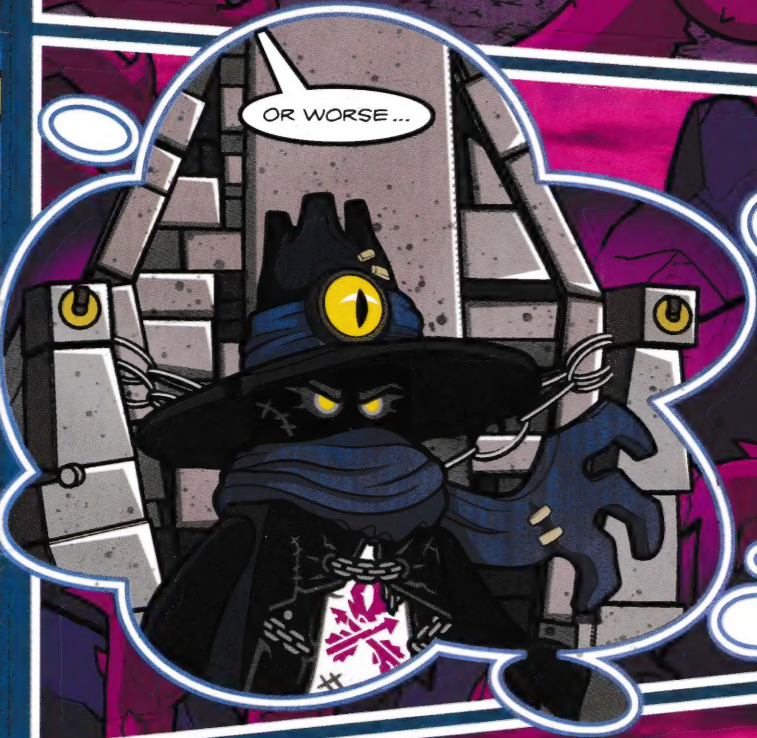
THE DREAM
DOOR TO THE
GRIM REALM ... IS
THIS REALLY A
GOOD IDEA?

I GUESS
I'LL FIND OUT
SOON ENOUGH.



THE
GRIM REALM...
I'D BETTER WATCH
MY STEP.

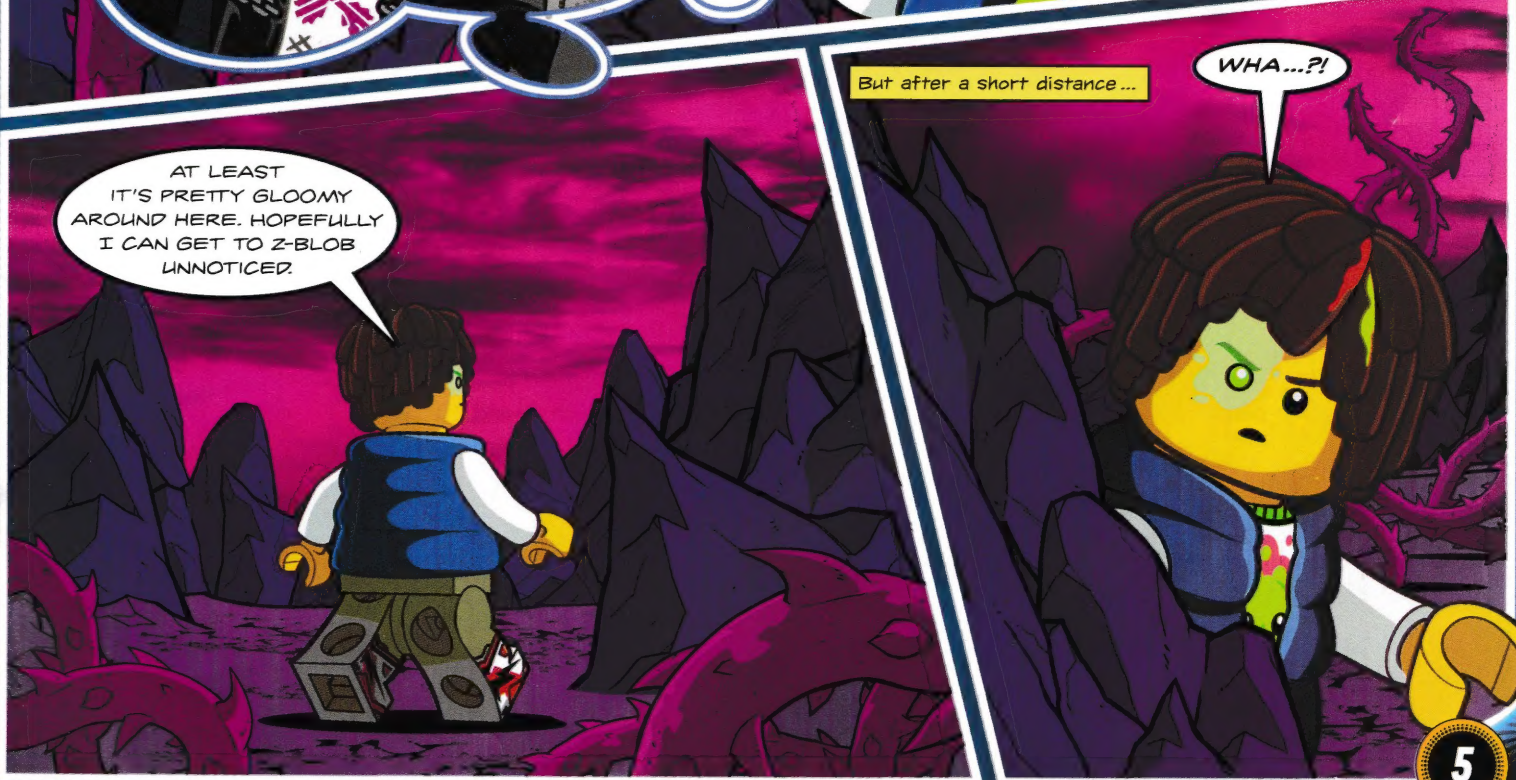
I REALLY
DON'T WANT TO
ENCOUNTER A
GRIMWOLF.



OR WORSE...



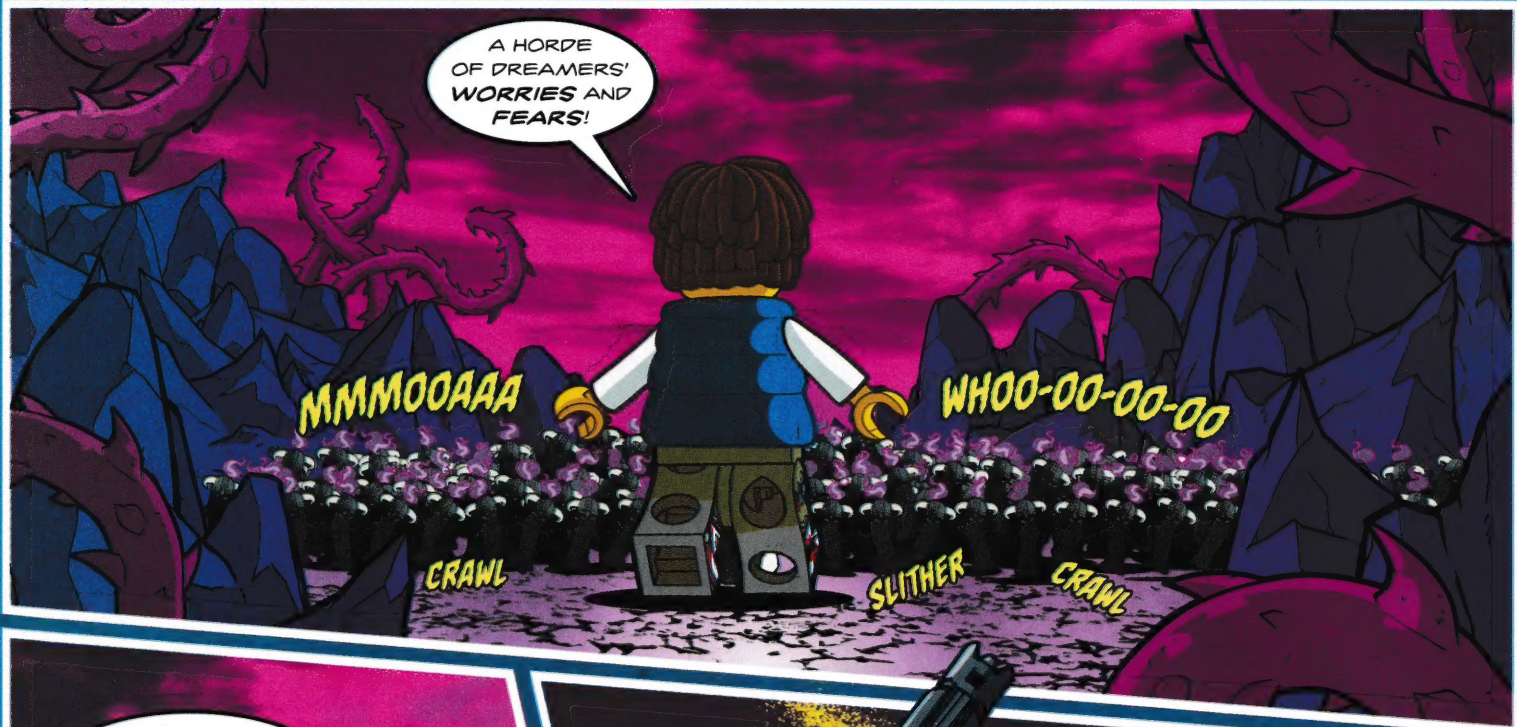
... ONE OF THE
HENCHMEN OF THE
NIGHT HUNTER,
WHO NOW RULES
THIS REALM.



But after a short distance...

WHA...?!

AT LEAST
IT'S PRETTY GLOOMY
AROUND HERE. HOPEFULLY
I CAN GET TO Z-BLOB
UNNOTICED



Nobody heard it, but somebody saw...

WELL, LOOKIE HERE...
THAT SORT OF GLOW CAN ONLY
MEAN ONE THING - DREAMCRAFTING.
THERE MUST BE A DREAM CHASER
HEADING THIS WAY!

A short
time later...

OH, IT'S YOU!
DO YOU WANT
TO...

I'M NOT
TALKING TO YOU,
NIGHTMARE
KING!

Z-BLOB!
I JUST WANTED TO
TELL YOU THAT I'M LOOKING
FOR ANOTHER WAY TO LOCK
UP THE NIGHTMARE KING SO
YOU DON'T HAVE TO!

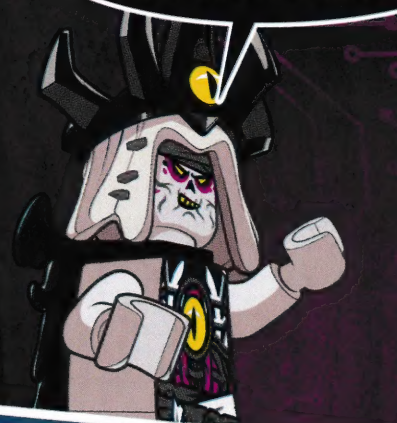
DON'T
WORRY, I'LL
GET YOU OUT
OF HERE!

YOU CAN'T DO
THAT UNTIL YOU FIND
ANOTHER GUARDIAN! SO
IT LOOKS LIKE YOUR GREEN
FRIEND HERE WILL BE KEEPING
ME COMPANY FOR QUITE
A WHILE. HEHEHE.


I'M SO GLAD,
THAT HE DOESN'T KNOW
ABOUT THE ONEIRO
SLEEPING MASK.

HEHEHEHE...


ONEIRO
SLEEPING
MASK...?




WHAT A POWERFUL
ARTEFACT THAT IS... IF PLACED ON
ANYONE'S FACE, THAT PERSON FALLS INTO
A PERMANENT SLUMBER AND CAN ONLY
WAKE UP WHEN IT IS TAKEN OFF!




EVEN I WOULD
FALL INTO ETERNAL
SLEEP PARALYSIS
IF IT WERE PUT
ON ME.




GOOD THING
IT'S SAFELY HIDDEN
IN THE PRISONER
REALM WHERE
THESE CHILDREN
DO NOT DARE
TO GO!



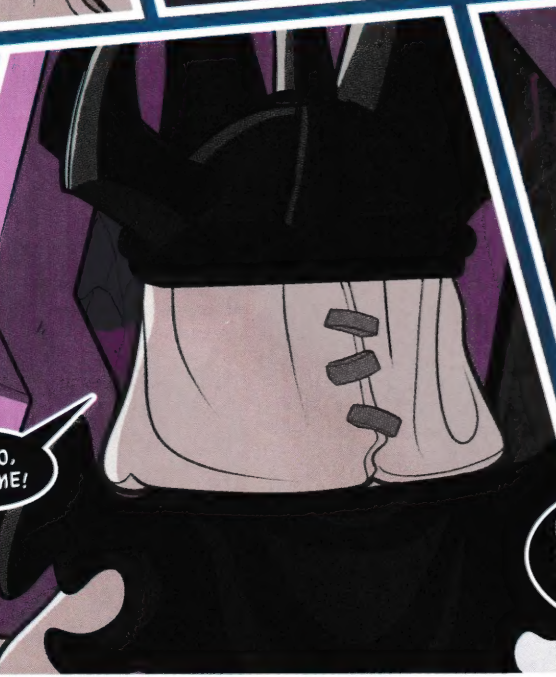
OOPS,
DID I JUST
SAY THAT OUT
LOUD?



YES, YOU DID!
AND YOU UNDERESTIMATE
US. I THINK I'LL BE HEADING
OFF TO THE PRISONER REALM
TO FIND THAT MASK!



THANKS
FOR THE TIP!
HAHAHA!



OH NO,
SILLY ME!



MUAHAHAHAH!

I CAN'T BELIEVE
HE ACTUALLY FELL FOR THAT
STORY. JUST WAIT UNTIL HE
SEES WHAT REALLY AWAITS
HIM... HARHARHAR!

CONTINUED
ON PAGE 10

RACE OF MISTAKES!

The Night Hunter has challenged Cooper to a **double race** in the **Double Realm**. The dream chaser can only win if you circle the

15 mistakes in the lower picture.

ACTIVITY

ORIGINAL

YOU
WILL LOSE
DOUBLE!

WEEEEE!

WROOLUN

COPY

YOU
WILL LOSE
TRIPLE!

WEEEEE!

WROOLUN

Find the answers on page 34.

A short time later
on Mateo's landing...

THE PRISONER
REALM... THAT
DOESN'T SOUND LIKE
MUCH FUN.

HERE GOES
NOTHING! DREAM REALM IS
DREAM REALM - IT ALWAYS
DEPENDS ON WHO YOU
MEET THERE.

STRANGE, THIS
ISN'T EXACTLY HOW
I IMAGINED THE
PRISONER REALM.

THIS IS THE REALM
FOR DREAMERS WHO DREAM
THEY'RE **STUCK** SOMEWHERE
FOR SOME REASON.

AH, I
GET IT!

WAITING FOR
CONNECTING
BUS.

GROUND
FOR EATING
TOO MUCH
CANDY

WAITING FOR
ROADSIDE
ASSISTANCE

SO MUCH
BOREDOM! THIS IS
ALMOST **WORSE** THAN
A NIGHTMARE!



Mateo has other ideas...

WHERE DO YOU THINK YOU'RE GOING, BUDDY?!

LOOKS LIKE THE NIGHTMARE KING TRICKED ME AND JUST WANTED ME TO GET STUCK HERE!

A REAL PRISON?! SOMEHOW THIS DREAM KEEPS GETTING WORSE. BUT MAYBE I CAN HIDE IN IT!

Inside...

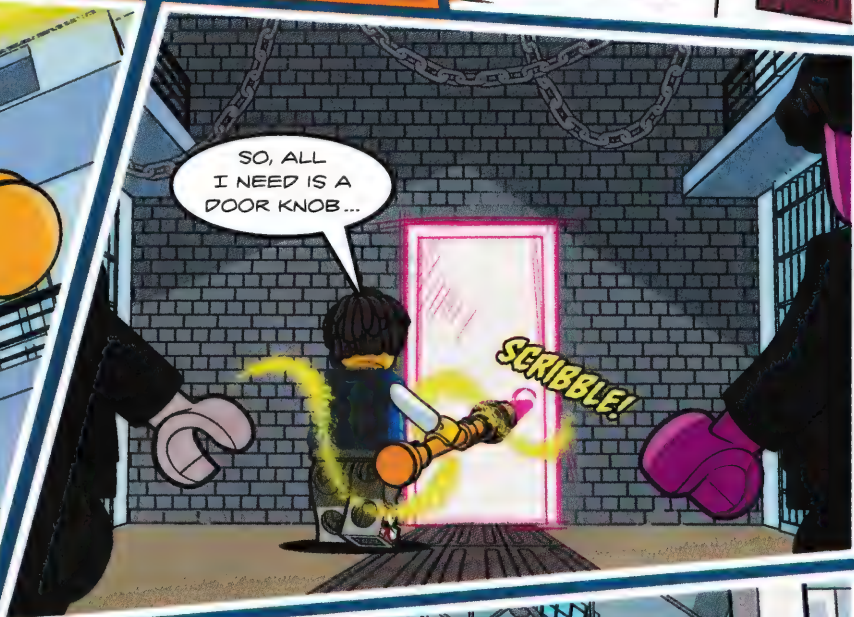
WHERE TO NOW?

ONLY ONE WAY, I GUESS?

But then...

THERE'S NO WAY OUT OF HERE.

DEAD END, HUH?





HMM,
I NEED A
DOOR THAT ONLY
I CAN USE.

MAKE
WAY!

NO,
YOU MAKE
WAY!



SWIISH!

I'VE GOT IT!
I'LL JUST DRAW
MYSELF A PORTABLE
WORMHOLE!

SWIISH!



YIKES,
I BETTER BE
QUICK, HERE
THEY COME!



NOW OUT
INTO THE
YARD!



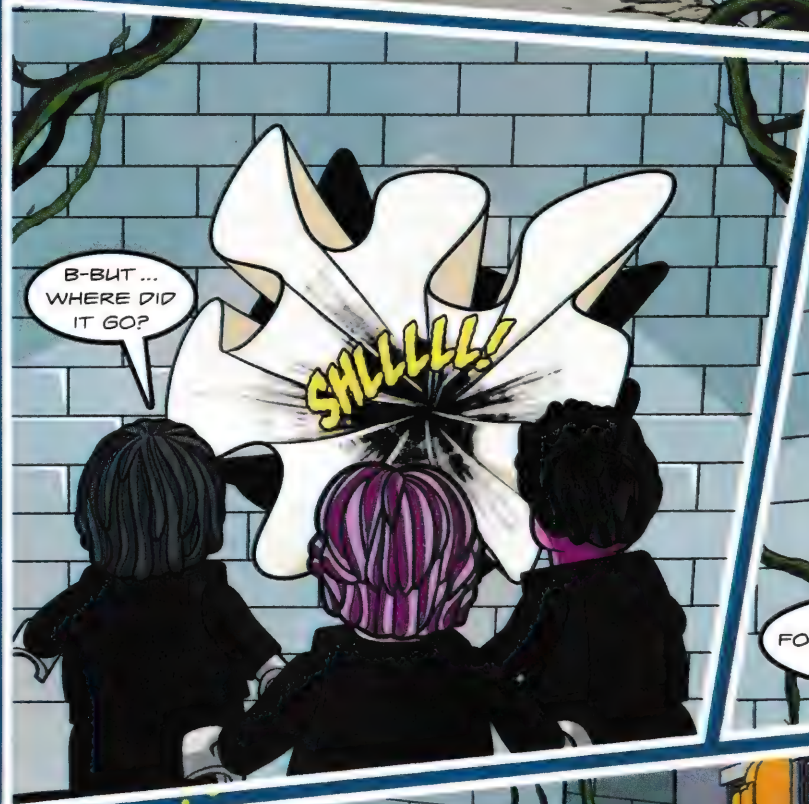
Outside ...

INSIDE
OR OUTSIDE, YOU'RE
STAYING IN DETENTION
WITH US!



NO THANKS,
THAT SOUNDS FAR
TOO BORING!

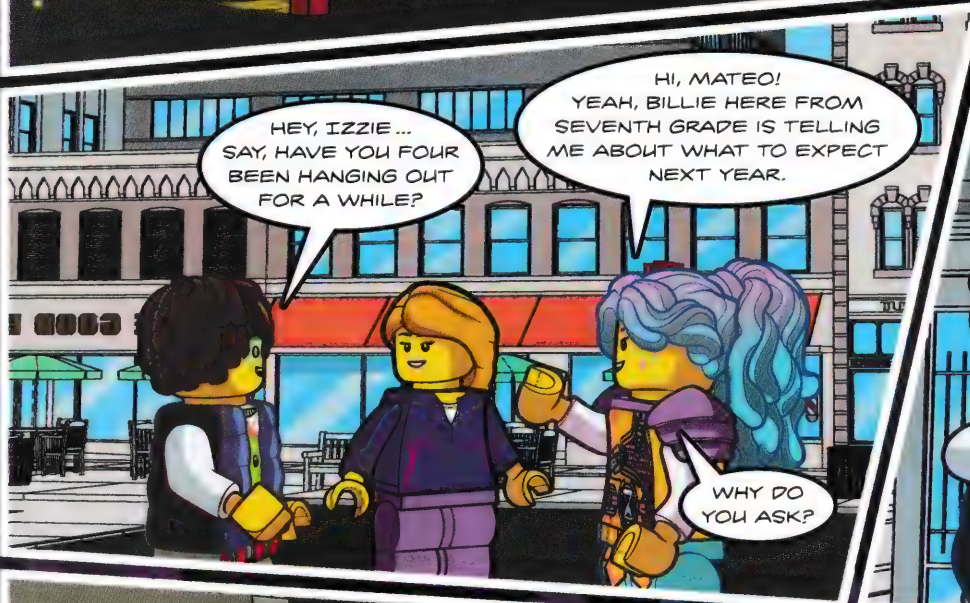
SLAP!





A short time later...

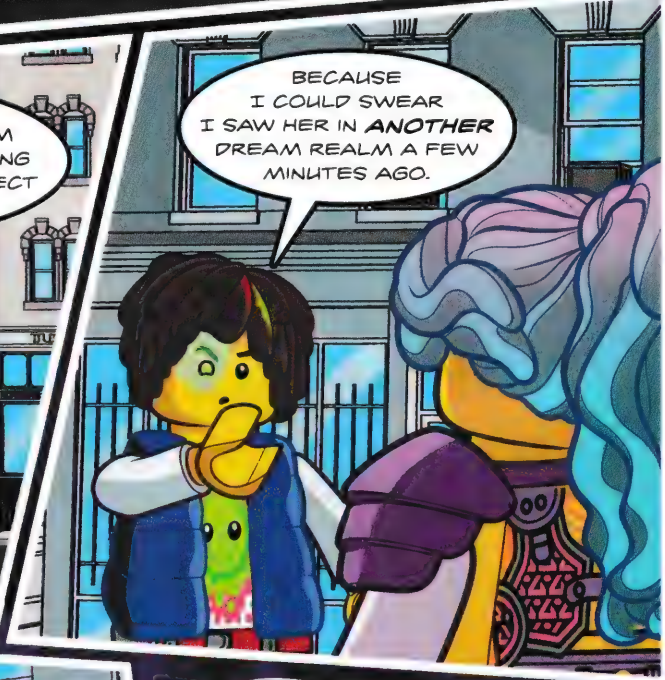
AAH, BIZARRO
BROOKLYN... AND
THAT'S IZZIE
OVER THERE!



HEY, IZZIE ...
SAY, HAVE YOU FOUR
BEEN HANGING OUT
FOR A WHILE?

HI, MATEO!
YEAH, BILLIE HERE FROM
SEVENTH GRADE IS TELLING
ME ABOUT WHAT TO EXPECT
NEXT YEAR.

WHY DO
YOU ASK?



BECAUSE
I COULD SWEAR
I SAW HER IN **ANOTHER**
DREAM REALM A FEW
MINUTES AGO.



COULD DREAMER
DOPPELGANGERS REALLY BE
WALKING AROUND IN OTHER DREAM
REALMS? HOW IS THAT
POSSIBLE ...?

THIS DISH
HAS TURNED OUT
VERY WELL
INDEED!

In a secret lair,
someone knows how ...



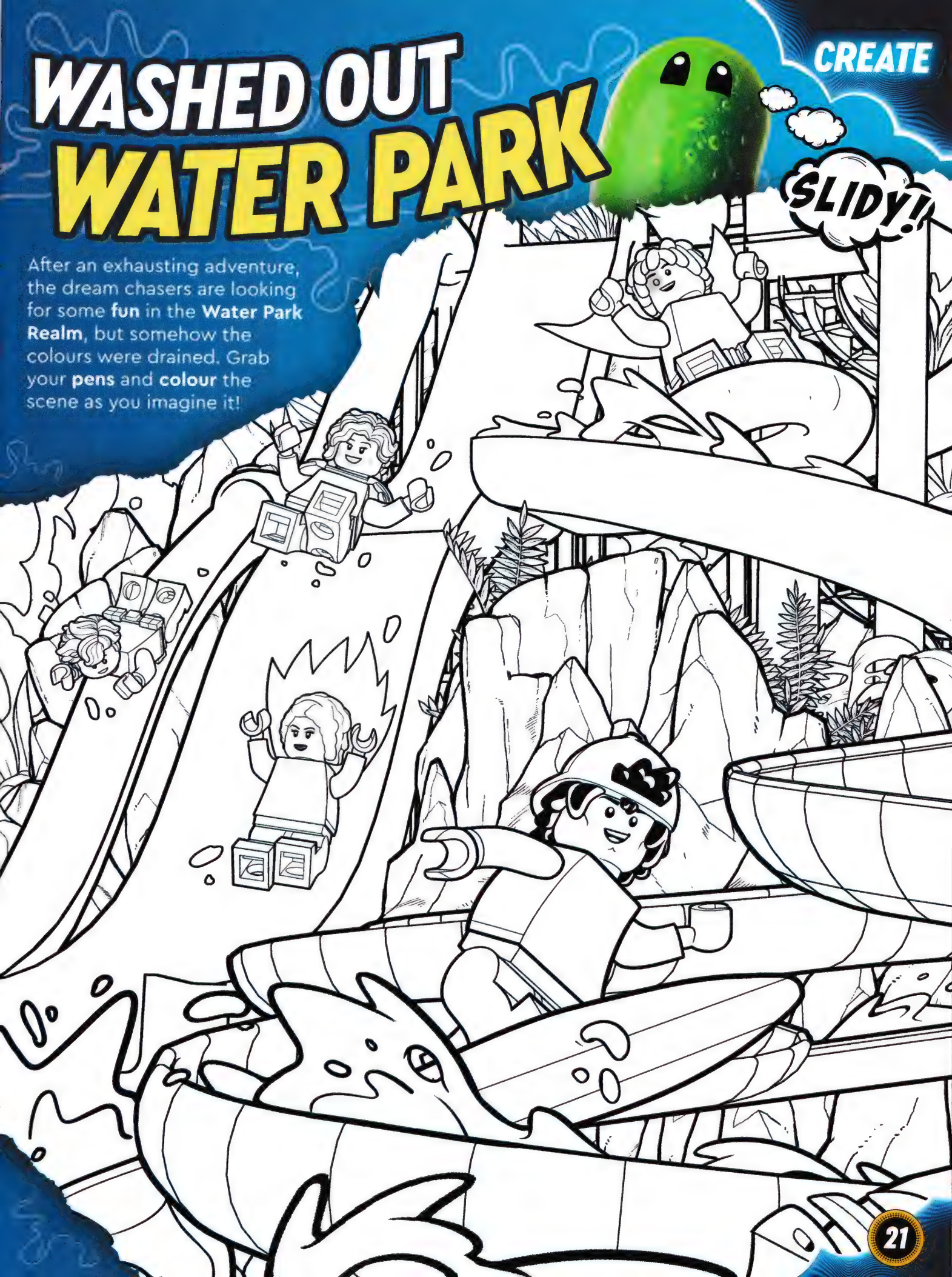
THE
END

WASHED OUT WATER PARK

CREATE

SLIDY!

After an exhausting adventure, the dream chasers are looking for some fun in the Water Park Realm, but somehow the colours were drained. Grab your pens and colour the scene as you imagine it!



THE NIGHT HUNTER IS COMING!

He is the best crossbow marksman in the dream world, an outstanding commander and the creepiest foe anywhere. But there are also lots of secrets surrounding the Night Hunter.

SCARY HAT:
EVIL EYE FOR
SPYING AND
AIMING

In the ruler's
shadow!

Sitting on the throne
can get boring.

WICKED WITCH Now that the Never Witch has appeared, a battle for power is underway in the dream world. The Night Hunter must find a way to fend off this new threat.

Is the
wrath of the
Never Witch
too much?

HEIR TO THE THRONE

The Night Hunter is the Nightmare King's top commander. When the Nightmare King is imprisoned, his former right-hand man can take his place on the throne and start giving the orders.

I ALWAYS
TRACK DOWN
MY PREY!

CROSSBOW
SHOOTS EVIL
SHADOW BOLTS

CREEPY SCARE:
HIDES HIS
SINISTER
FACE

When he aims
at a target, he
doesn't miss.

MARKSMAN

The Night Hunter is famous throughout the dream world for his excellent marksmanship. His shadow bolts have the power to destroy dream crafted objects and corrupt creatures.

This way, he's just
a face in the crowd.

SECRET IDENTITY!

The Night Hunter can also be found roaming around the waking world, because he's just as human as the dream characters. Here, too, he hides his face so that no one recognises him.

HUNTER VS ZOEY

Zoe's identity as the dream bandit has pitted her against the Night Hunter time and time again. They even face off in the waking world. And yet, the connection between the two of them runs deep...

They are more than opponents!

ARROW ACTION

The Night Hunter has shot **four arrows**, but which **target** did each of them hit? Use a **ruler** to follow the path of each arrow. When you hit an obstacle, continue on at a **right angle** until you reach the target.

TARGET 1

TARGET 2

TARGET 3

TARGET 4



ARROW A

ARROW B

ARROW C

ARROW D



DREAM CRAFT

Besides shooting his arrows, the Night Hunter also likes to fly. Grab your **LEGO® bricks** and build him a gruesome glider!

HOW TO ASSEMBLE YOUR TOY!

NIGHT HUNTER



DON'T FORGET MY CROSSBOW!

Find the answers on page 34.

ESCAPE THE CURSE OF THE

WHAT YOU NEED:

- one dice
- the toy from this magazine
- other playing figures

OBJECT OF THE GAME:

The **goal** is simple: you need to cross through the realm and reach the finish **before** the **Night Hunter** reaches his.

HOW TO PLAY:

PREPARATION: Each player takes one playing figure (e.g. a LEGO® minifigure) and places it on the large space marked **START**. The **Night Hunter** minifigure has his own start space and begins the game there.

PLAY:

- The players **take turns** rolling the dice. After each roll, the player moves his figure the number of spaces shown on the dice. Then it's the next player's turn.
- When all the players have moved, the **round is over** and the **Night Hunter** moves exactly **one space** forward on his getaway path. Then play continues as before.
- If **all players** reach the **finish** **before** the **Night Hunter** can escape, then you have **won the game**.

DUEL SPACES:

If you land on a **duel space**, you go head-to-head with the **doppelganger** found there. Roll the dice again. If you roll a **5 or 6**, you **win!** That means you can take a shortcut by following the arrow. If you roll a number from **1 to 4**, you stay on that space and continue on the **longer way** in the next round.

JUMP SPACE:

When a player arrives at the jump space, he or she stops there and **rolls again**. Rolling a **1, 2 or 3** means the player may jump to the other side and **move** the number of spaces shown. If the player rolls a **4, 5 or 6**, he or she **loses a turn** and must try again.

WAIT TILL I GET MY HANDS ON THOSE LITTLE PESTS!

DUEL!

I'LL STOP YOU COLD IN YOUR TRACKS.

JUST GIVE UP ALREADY!

DUEL!

JUMP!

START:
The race begins here!

I'M TOO FAST FOR YA.

START:
NIGHT HUNTER

Oh no! The **Never Witch** is out to disturb the **Asteroid Field** and imprison all living beings inside. But her plan can only work if the **Night Hunter** gets away. **Be faster** than him and escape the witch's curse!

GAME FOR TWO OR MORE PLAYERS!

NEVER WITCH!



TOWER OF POWER!

This legendary architectural work in the heart of the Murky Realm is where the all-powerful **Sandman** focuses the energy of **dream sand**. He wants to help and act on the side of good, but the mystical tower is often targeted by **sinister enemies**.

WHICH ONE WILL YOU BUILD?



FANTASTIC FORTRESS:

When nightmare forces attack, the tower can be dream crafted into a fortress thanks to its golden shields, claw defence capabilities and massive dream sand cannon.

TURN THE PAGE!

POWERED BY A COLOSSAL DREAM CRYSTAL

SET DATA:

Set No.: 71477

Height: 47cm

Width: 14cm

Figures: 5 minifigures

+ Sneak

Building options: Tower

+ Fortress

123 PIECES
LEGO®

OPEN FILE

DREAM

WORLD DUEL

After escaping from her prison, the Mew Witch went straight to the Sandman's tower to challenge him to a test.



DREAMZZZ™
SEASON 2
EPISODE 2

WITH INTRICATELY CRAFTED CLOCKWORK

ALL GOOD THINGS COME FROM ABOVE, WITCHY!



Find the answers on page 34

Hissss!

HOW DID I GET MIXED UP IN ALL OF THIS?

ROOAAH! LET HER HAVE IT!

I'LL CARVE YOU UP, YOU EIGHT-LEGGED NIGHTMARE!

LEAVE, YOU ROTTEN OLD THIEF!

YOU'RE NOT IN MY LEAGUE, YOU LITTLE BABIES!

WE'RE INCLUDED:



NEVER WITCH



SNEAK



SANDMAN



LOGAN



IZZIE



MATEO

EYE ON THE SPIES!

Some eight-legged spies are hiding on these two pages. Find them all and enter the total here.

TRAINING FOR DREAM CHASERS

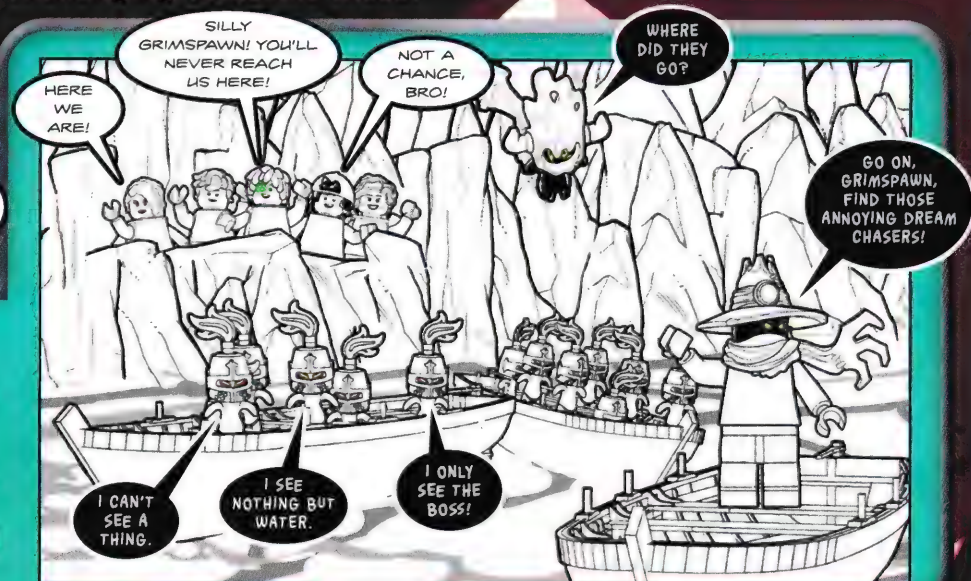
PART 1
OF 2



HEY DREAM CHASERS, CHECK OUT THIS GAGGLE OF GRIMSPAWN!

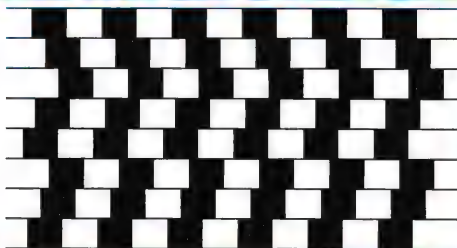
1 TOTAL RECALL!

Being creative while also taking note of one's surroundings is a really important skill for Dream Chasers. Grab your pencils or pens and colour in the picture. Try to remember everything you see and what was said in the picture. Then turn to page 31.



THE NEVER WITCH'S ILLUSIONS!

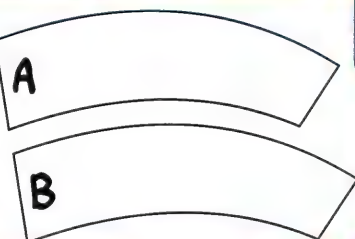
ARE THE HORIZONTAL LINES PARALLEL TO ONE ANOTHER OR DO THEY SLANT?



AS THEY SAY, SEEING IS BELIEVING, HEHE!



WHICH SHAPE IS BIGGER?



BE ON YOUR TOES, THIS REQUIRES QUICK THINKING AND COMBINING.

2 QUICK CONNECT!

Take a pencil and a stopwatch! Start the clock and connect the numbers as fast as you can in the right order. If you don't have a stopwatch, ask your parents if they can help you. Take a few moments to memorise the connections, then turn directly to page 31.



PART 2
IS ON
PAGE 31

PSST!
DON'T TELL ANYONE!

SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

FACTS

**FILE
NO. 6**



WHAT'S NEW?
YOU CAN FIND
OUT HERE!



Zian is trapped in
its sticky spider web.



Mateo is trying
to get away.

► SUPER EVIL SPIDER

Beware this nightmare beast and its **big bite**. Created by the Never Witch, it has sharp claws, red crystal eyes and is covered in spiky barbs. The web it weaves is almost impossible to break through!



Squash go the
Dream Chasers.

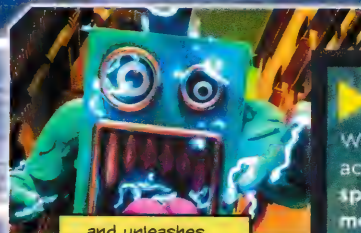
► SCARY SHEEP

A dreamer dreamed up this wild monster, setting off an incursion into the waking world. The doom sheep is extremely strong and fast and rams everything in its path.

Logan knows
something is **wrong**...



... he **loses control**
of the turntable...

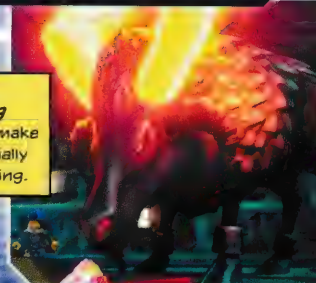


...and unleashes
nightmare music!

► SICK BEATS

With his latest beats, DJ Logan accidentally creates a **beastly speaker** that plays truly monstrous music.

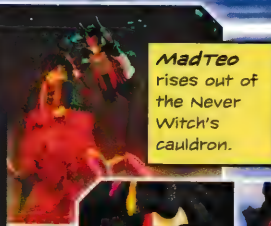
Its big
burning horns make
it especially
frightening.



► DOUBLE TROUBLE

The **doppelgangers** were brewed by the Never Witch in her cauldron as **dark alternate** versions of the dream chasers. What makes them even more **dangerous**: a doppelganger can take a dream chaser's place.

MadTeo
rises out of
the Never
Witch's
cauldron.



Making plans with a **dream mirror**.



MadTeo arrives at
Castle Nocturnia.



**SCAN TO WATCH
DREAMzzz™ SERIES
ONLINE**



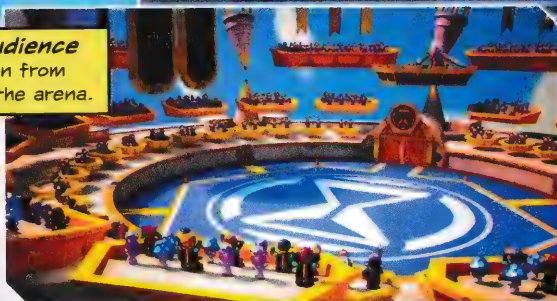
▶ NOCTURNIA ARENA

Castle Nocturnia is not only back as the global headquarters of the Night Bureau, it has also been expanded to include a floating arena where dream chasers can demonstrate their skills in head-to-head competitions.



Grand Inspector Royce greets the crowd.

The audience looks on from inside the arena.



There are beastly bedbugs, too.

NEW REALMS

▶ WILD WILDORIA

Through a chain of unfortunate events, Mateo winds up in a jungle-like dream realm known as Wildoria. It is full of brightly lit beings, peculiar plants and other curious creatures. A paradise for explorers, but not without its dangers...

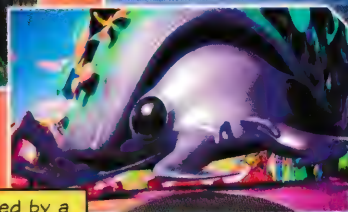


Mateo falls into the jungle of Wildoria...

...cuts his way through the undergrowth...



...discovers bulbous trees...



...and is chased by a gigantic beetle.

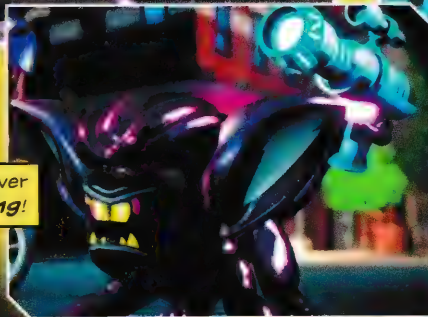
NEW FRIENDS

Sneak and Nova are the newest members of the Night Bureau's Brooklyn office. They'll do anything to help out the experienced team of dream chasers.

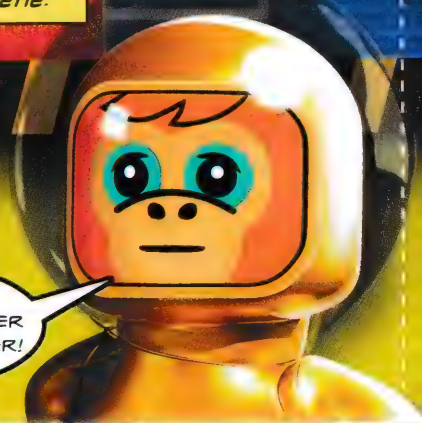


Hanging out in Brooklyn.

Sneak has a clever way of shooting!



WE KEEP GETTING BETTER AND STRONGER!



Nova has it all under control!



TRAINING FOR DREAM CHASERS



PART 2
OF 2

PUZZLES

Did you put all your creativity into the picture on page 28 and connect all the numbers in the box at the bottom of the page? Here, you can put your skills as a dream chaser to the test!

COLOURING IS A LOT LIKE DREAM CRAFTING. ANYTHING IS POSSIBLE!



1 DO YOU REMEMBER?

Think back to the comic on page 28. Answer the following questions without peeking. Once you're finished, check your answers.

1. What does the grimpawn on the left see?

2. Is the Night Hunter looking left or right?

3. Which dream chaser says the most?

4. Are there any plants in the picture?

5. How many boats are on the water?

GET CREATIVE!

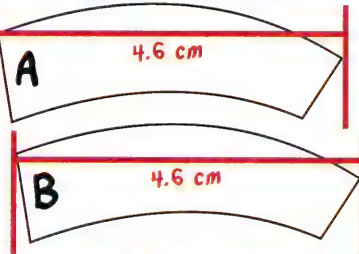
Grab your pencils and draw your own cool comic scene with the Night Hunter, a grimpawn and your favourite dream chaser. What would they say to each other?

ILLUSIONS REVEALED!

UNBELIEVABLE, THE LINES ARE PARALLEL TO ONE ANOTHER!

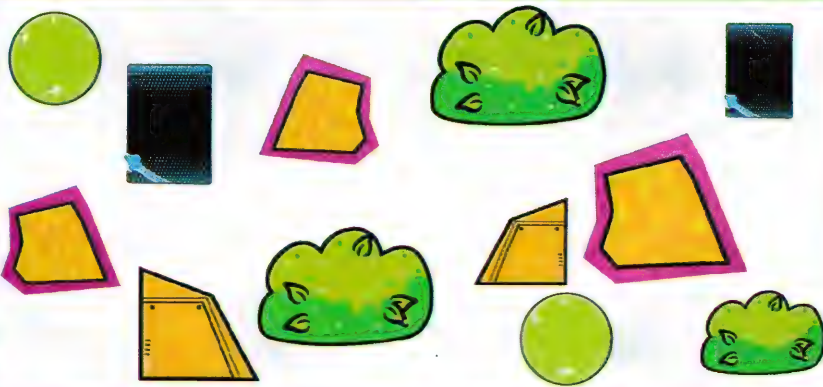
WE DON'T GET TRICKED THAT EASILY, WITCHY!

THEY'RE THE SAME SIZE!



2 CHAOTIC LINES?

Did you connect the numbers on page 28? Now try to connect the forms in exactly the same way. But watch out! It's much more difficult without the numbers!



TO BE A PART OF OUR TEAM, YOU HAVE TO DO YOUR HOMEWORK!

FOR MATH MASTERS

Add all 12 number from task 2 (page 28) and enter the result here:

SNEAK'S TR

1 EASY-PEASY LABYRINTH

ONCE I HEARD LOGAN TALKING ABOUT THAT TREASURE CHEST. C'MON, LET'S ASK HIM IF HE KNOWS HOW TO FIND IT!

START

FINISH

FINDING THE TREASURE CHEST IS EASY, BRO! FIND THE WAY THROUGH THE LABYRINTH TO COOP. HE'LL GIVE YOU THE NEXT TIP.

4 SEE THESE SILHOUETTES?



5 FIND THE COMBINATION

IT'S TRUE. I DO HAVE A TREASURE CHEST LIKE THAT. AND YOU MAY OPEN IT. THE ONLY PROBLEM IS I FORGOT THE LOCK'S COMBINATION! YOU CAN FIND THE NUMBERS YOU NEED IN THIS MAGAZINE.

- 1 Answer on the contents page (page 3)
- 2 Number of pieces in Sandman's Tower (page 26)
- 3 Number of spaces from start to finish (page 24-25)
- 4 Answer from dream chaser training 2 (page 28)
- 5 Answer to Albert's question (page 33)

THE CHEST'S COMBINATION:

1	2	3	4	5

HMM, WHICH SILHOUETTE MATCHES THE TURTLE BUS FROM TASK 3?

DREAM CRAFT

What does Sneak find in the treasure chest? Grab your LEGO® bricks and build the stuff of his dreams. Think it's something to eat?

6 CHEST OF DREAMS

REASURE HUNT

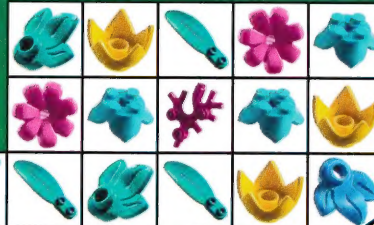


Sneak knows of a **treasure chest** that contains whatever you dream of. Now he wants to find it. Help him on his search by following the **dream chasers' clues**. Start off with Logan!

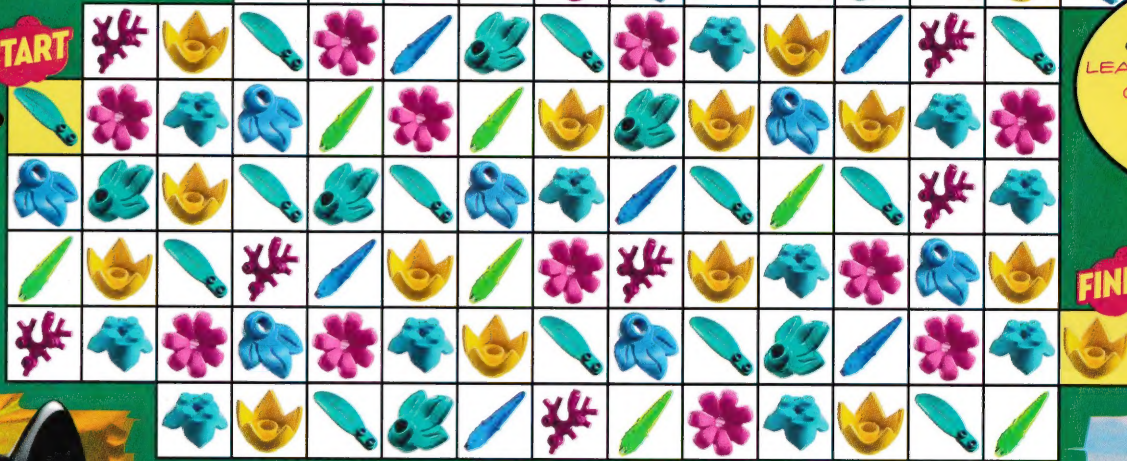
2 FOLLOW THE LEAVES

MR. OSWALD CAN TELL YOU MORE. PASS THROUGH THIS JUMBLE OF LEAVES BY FOLLOWING THE **SERIES OF FOUR LEAVES** IN THE ORDER SHOWN UNTIL YOU REACH THE FINISH.

THE RIGHT ORDER:



START

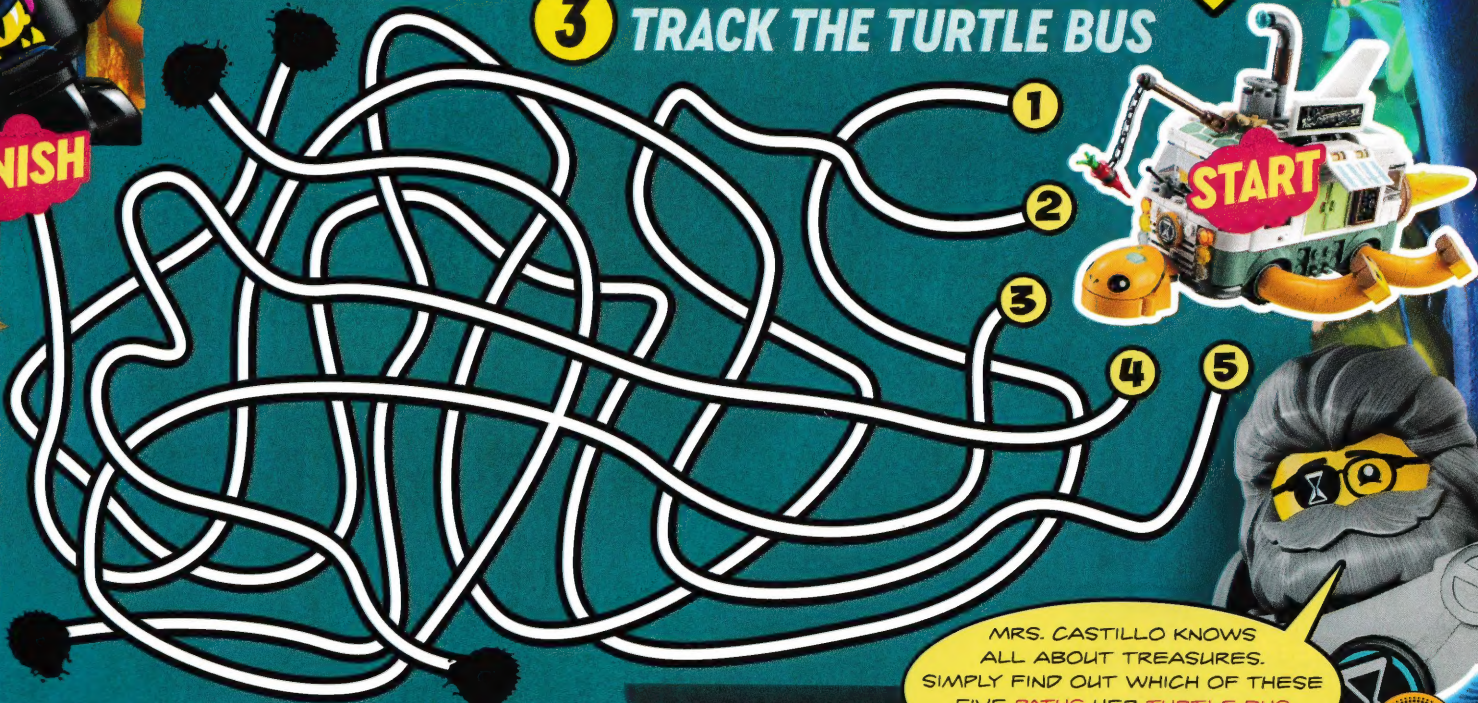


FINISH

WHILE YOU'RE HERE ... HOW 'BOUT COUNTING UP ALL THE LEAVES THAT ARE NOT PART OF THE RIGHT ORDER? ENTER THE TOTAL NUMBER IN THE BOX BELOW:

3 TRACK THE TURTLE BUS

FINISH



MRS. CASTILLO KNOWS ALL ABOUT TREASURES. SIMPLY FIND OUT WHICH OF THESE FIVE **PATHS** HER **TURTLE BUS** FLEW AND THEN FOLLOW IT.

PREVIEW

COMING SOON!

AWESOME TOY!

COOL ROBO-LOOK

1 HEAD, 2 FACES:

TWO GOLDEN SHOOTERS

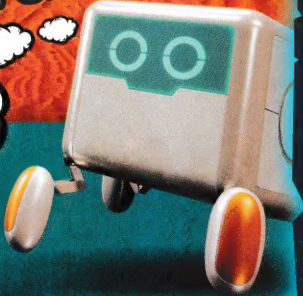
ACTION, PUZZLES AND FACTS!

SHOOTS REAL PROJECTILES



COOPER
WITH DOUBLE SHOOTER

GET IT RIGHT?



ANSWERS

PAGE 3
FLASK FIASCO B, E, H, J, M
BONUS 22+25+27+31+32=137

PAGE 9
RACE OF MISTAKES

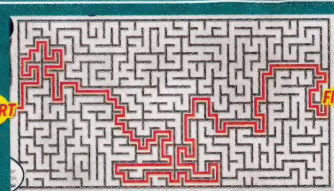


PAGE 23
ARROW ACTION
A = Target 3 / B = Target 4
C = Target 2 / D = Target 1



PAGE 26
EYE ON THE SPIES!
11 spiders (circled)

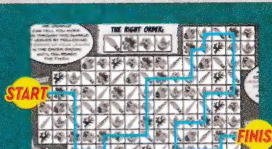
PAGE 32
EASY-PEASY LABYRINTH (red line)



TRACK THE TURTLE BUS
Path 5

PAGE 31
DO YOU REMEMBER?
1: Nothing
2: To the right
3: Mateo
4: No
5: 3 boats
34 FOR MATH MASTERS 78

FOLLOW THE LEAVES (blue line)
ALBERT ASKS: 41



SEE THESE SILHOUETTES? C
FIND THE COMBINATION
137 - 723 - 40 - 78 - 41

LEGO DREAMZZZ

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IMMEDIATE



We want to hear from YOU!



HELP US MAKE A BETTER MAGAZINE

WE ARE ALWAYS WORKING ON IMPROVING THE FORMULA OF THE MAGAZINE, SO TELL US HOW MUCH YOU LIKE OUR MAGAZINES, HOW YOU PLAY WITH THE TOYS AND EVERYTHING IN BETWEEN!



ASK A GROWN-UP TO SCAN THIS CODE OR VISIT
LEGO.COM/MAGAZIN
TO TAKE THE SURVEY RIGHT AWAY!



I WOULD
TOTALLY GET
LOST WITHOUT
BOOKMARKS!



NOW I CAN
FINALLY MARK MY
FAVORITE RECIPES IN
THE CANDY REALM
COOKBOOK.



CUT OUT INSTRUCTIONS!

1. Ask for help if you need it.
2. Get your craft scissors
3. Cut out the bookmarks along the dashed lines.



ENTER THE READING REALM

READING IS
FORBIDDEN IN THE
GRIM REALM.
HAHAHA!

Cut out
your brand-new
dream realm
bookmarks!



DREAMZZ



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